(1122, 'Vinatia', 60, '24.3.144.172', NULL, 'In the room ''Hall of the Dead'' listen to statue and than say ''restore the strength of the curse''\n\nYou say ''restore the strength of the curse''\nA large hideous statue says, "I knew you would become my minion. I need\n not explain myself to lesser beings, however you look as if you are\n simple. My grip on this temple is weakening. My presence is fading, and I\n am only a shadow of what I used to be. As I am trapped here, I can only\n speculate as to what has gone wrong."\n\nA large hideous statue says, "But speculation will get you nowhere. When\n this temple was in its horrific prime, a zombie scribe documented the\n temple''s events, both big and small. I have been able to preserve the\n undead here, so he should still be present. Find out what has happened."\n\n\*\* Goal Added : Strengthen the curse of Shouggoth.\n Type ''goals shouggoth'' for full details on this quest.\n\n\*\* Task Added : Renew Shouggoth''s curse on the temple.\n\*\* Task Added : Determine why the curse is weakening.\n\nGo to room ''Dusty Study'' and say ''curse''\n\nYou say ''curse''\nA decaying scribe says, "So you want to know why the decay has begun to\n fade? Too bad! That''s not information for you to have - my files are only\n for the High Priest. Go talk to the acolytes, they might be able to tell\n you something. Tell them I sent you."\n\nGo to room ''A small alcove'' and say ''scribe sent me''\n\nYou say ''scribe sent me''\nA depressed zombie acolyte says, "The scribe? That dusty old fool! All\n high and mighty with his secret scrolls that he won''t lend to anyone. I\n don''t have the answer to your question, but I wouldn''t give it to you\n anyway even if I did. You''ll just have to find someone older than the\n scribe, they would know. The alchemist, yes, he''s been around so long he\n should know something, and be willing to talk about it."\n\*\* Task Added : Visit the alchemist.\n\nGo to room ''Alchemist''s Room'' and say ''scribe''\n\nA withered old alchemist says, "Unfortunately, I do not remember."\nA withered old alchemist sighs wearily and his eyes go distant as he thinks of times long gone. He comes back to himself with a jerk.\nA withered old alchemist says, "But I know, for sure, who does. I am\n ancient, yes. Yet even older than me are my friends in the Hall of the\n Dead."\n\nA withered old alchemist says, "Upon their final decay - they were\n zombies, see - I carefully preserved them in linen wraps soaked in a\n solution sacred to Shouggoth that preserves the intelligence and memory of\n those who have decayed. In our final decay, we live, more than we did\n during our life or afterlife. All memories are restored to us, even ones\n that we have lost. Chat with my mummified friends, and they shall give you\n the answer."\n\n\*\* Task Done : Visit the alchemist.\n\*\* Task Added : Find someone who remembers.\n\nGo visit the mummy in the Halls of the Dead to get told to find something to warm him up. Go to room Interdimensional Store and buy a sweater, return to the mummy and give it to him.\n\nYou give a baggy sweatshirt to A mummified corpse.\nA mummified corpse says, "That will do nicely. Thank you."\nA mummified corpse snuggles into the sweatshirt. Puffs of dust come out of the sleeves.\n\nA mummified corpse says, "Ah yes, the curse. You know, when I was just a\n boy, I loved yo-yos. I loved marbles even more. Oh, I had so many..."\nA mummified corpse coughs, embarrassed.\nA mummified corpse frowns.\n\nA mummified corpse asks, "From the look of your face, it doesn''t seem as\n if you are here for a social call. You want to know about the temple,\n right?"\nA mummified corpse says, "Very well. But humor me. As I will help you, you\n must help me - bring me my marbles. I stashed them away when I was a\n boy..."\n\n\*\* Task Done : Find someone who remembers.\n\*\* Task Added : Cheer up a lonesome old man - bring him a childhood toy.\n\nNext the mummy will ask you to bring him his marbles. Go to room Southwestern Corner, open statue and get all statue for the marbles. Return to the mummy and give them to him.\n\nYou give some blue and white marbles to A mummified corpse.\nA mummified corpse smiles fondly at his childhood toy.\n\nA mummified corpse says, "Thank you so much! These have surely brightened\n my day."\n\nA mummified corpse sighs.\nA mummified corpse says, "You have done me a great service. I will tell\n you about the temple."\n\nA mummified corpse says, "...In time, I will, that is. You can''t rush an\n old man. There is something else that you must do for me."\nA terrible silence emerges.\nA mummified corpse says, "Kill the guards. Bring me a token of their\n death."\n\n\*\* Task Done : Cheer up a lonesome old man - bring him a childhood toy.\n\*\* Task Added : Kill the skeletons!\n\nGo to the room ''Intersection'' and kill the guards til you get a message stating you got a bone from them. Again return to the mummy and give it to him.\n\nA mummified corpse sighs.\n\nA mummified corpse says, "Bone... skeleton..."\n\nA mummified corpse looks extremely confused.\nA mummified corpse says, "My memory is getting hazy. I think there is\n something dreadfully wrong... The magic here is supported by Shouggoth''s\n curse. But I don''t remember what you must do next. Find the alchemist and\n ask him for something that will be strong enough, by itself, to help me\n remember what you must do next."\n\n\*\* Task Done : Kill the skeletons!\n\*\* Task Added : Help the mummy!\n\nGo to room ''Alchemist''s Room'' and say ''mummys memory''\n\nA withered old alchemist says, "The wrappings of memory are failing, you\n say? This undoubtedly has to do with the erosion of the curse."\nA withered old alchemist sighs.\nA withered old alchemist says, "We have no choice but to try to create a\n salve to hopefully restore the wrappings."\nThe alchemist pulls a book from the shelf and begins studying it intently.\n\nA withered old alchemist says, "There we are. I will need a few things in\n order to create this."\nA withered old alchemist says, "I will need a shadowy half-spirit, hairy\n spider legs, scorpion venom, and dust of ruin."\n\nA withered old alchemist says, "Hurry up, now. Every moment that you\n dawdle, the stronger the salve must be."\nA withered old alchemist exclaims, "Oh! Don''t forget to bring me an empty\n pot, too. Have to have something to put it in!"\n\nKill a scorpion for the venom, a spider for the legs, a wraith for the spirit, spitting cobra for dust, and raggedy priest for pot(all items are cursed except pot i believe)\n\nReturn to the alchemist and say ''I have the ingredients''\n\nYou say ''i have the ingredients''\nThe alchemist rubs his hands greedily.\nA withered old alchemist says, "These will do nicely, very nicely indeed.\n I should be able to make up a nice salve that will help him for a little\n while."\nHe snatches the ingredients, humming an eerie tune.\nThe alchemist turns around suddenly and thrusts a smelly pot into your hand. ''Now, go quickly!'' he says.\nA withered old alchemist exclaims, "Well, what are you waiting for!? Go!\n If you need more, come back here and let me know! Go now!"\nA withered old alchemist exclaims, "What? How to use it? Just rub it in,\n fool! Go!"\n\n\*\* Task Done : Help the mummy!\n\*\* Task Added : Heal the mummy!\n\nReturn to mummy and ''massage mummy''\n\nYou gently massage a mummified corpse''s shoulders.\nYou rub the salve into the mummy''s wrappings. Slowly, the mummy comes back to himself.\nThe mummy stretches.\nA mummified corpse asks, "Much, much better... for the time being. So, you\n want to know more about the temple?"\n\n[31782/31782hp 5849/20194mn 6212/6212mv 18qt 340tnl] > \n\nA mummified corpse says, "While this statue contains the presence of the\n god, it does not move. Its power is focused in this one place. In order to\n upkeep the curse in this temple, the presence here lent some of his\n strength to an enormous beast which used to walk these halls."\n\nA mummified corpse says, "The guards betrayed us. Now I remember. They let\n the spirits in that trapped the beast! I was the one sent to slaughter\n them. But with the curse failing, I could not move to do so. Thank you for\n doing that for me."\n\nA mummified corpse exclaims, "What are you waiting for!? Go free the\n beast!"\n\n\*\* Task Done : Heal the mummy!\n\*\* Task Added : Free the beast!\n\nGo to room ''Bottom of the Stairs'' and kill the ethereal wraith\n\nAn ethereal wraith shrieks. The sound reverberates down the hall.\nAn ethereal wraith hisses, ''Fine! You unleash ruin upon yourself, though!''\nAn ethereal wraith unlocks the door.\nAn ethereal wraith opens the door.\nAn ethereal wraith dies, a snarl upon his face. A whoosh of dust, ash, bits of bone and an overwhelming smell of decay rushes out.\n\n\*\* Task Done : Determine why the curse is weakening.\n\n\*\* Task Done : Free the beast!\n\n\*\* Task Done : Renew Shouggoth''s curse on the temple.\n\*\* Task Added : Return to the statue of Shouggoth.\n\nReturn the the statue in The Halls of the Dead and say ''I unleashed the beast''\n\nYou say ''I unleashed the beast''\nA large hideous statue says, "I felt the strength return. I heard you had\n a hand in it."\nA large hideous statue says, "What, you want a reward? For doing as I say?\n Doing my bidding is natural, nothing to be rewarded." \n\nA large hideous statue says, "Very well. Have this piece of garbage. It''s\n what I use to blow my nose, so keep it safe."\n\nThe statue makes a strange noise. You realize that it is the sound of the strange statue blowing its nose.\nIt throws a rag at you disdainfully.\n\n\*\* Task Done : Return to the statue of Shouggoth.\n\n\*\* Goal Completed: Strengthen the curse of Shouggoth.\nINFO: Carpet has freed the beast of Shouggoth!\n\nYou get a level 41 wrist eq fully enchantable... pretty nice.', 0, 1317848147, NULL, NULL, 509),